

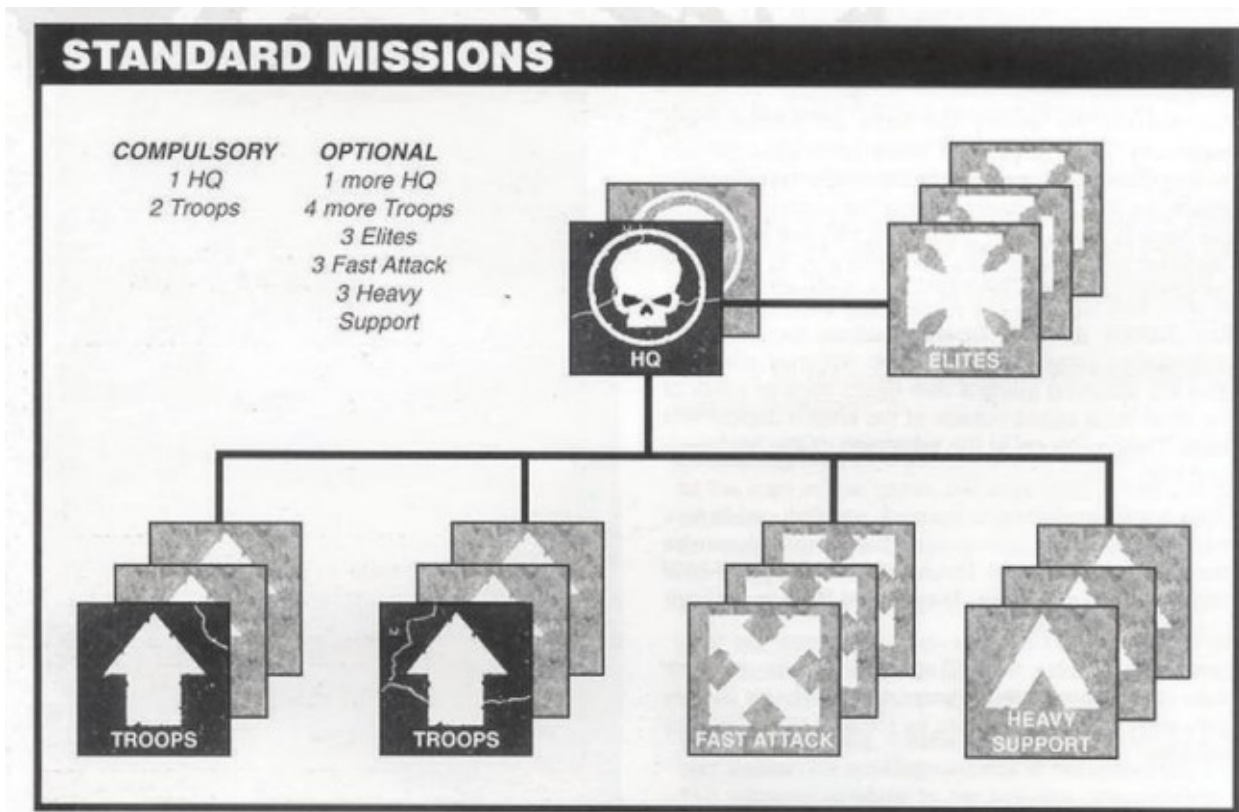
Standard Mission

Standard Mission Scenarios

In standard Mission Scenarios your Commander has been given certain tasks to complete in a specified area. Resources are limited and the missions may require a wide variety of tactics to succeed so choose your forces carefully to ensure that any mission can be undertaken. The following units are available, LOW's and models with the Primarch rule cannot be taken in Standard Missions

Objectives

Each mission has its own specified victory condition, secondary objectives are not used in Standard Missions



Forces

Both sides pick forces from the standard missions organisation chart to an agreed upon points value.

Terrain

For Standard missions set up the terrain using any mutually agreeable method

Selecting a Mission

There are 5 standard missions. Roll a d6 to randomly determine which mission you will be required to undertake.

1. Cleanse
2. Night Fight
3. Patrol
4. Recon Mission
5. Rescue Mission
6. Change of orders: Roll instead on the Battle Missions Table or re roll on the Standard Missions Table

Standard Mission

1. Cleanse

Overview

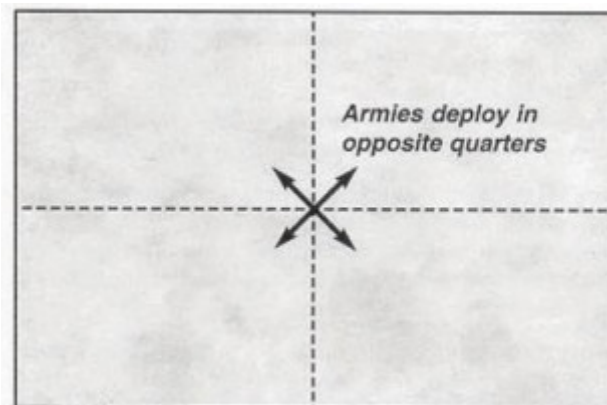
Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter

Scenario special rules

None

Set Up

- Divide the board into four quarters and then roll of to determine strategic advantage. The player with strategic advantage selects a quarter to deploy. The other player deployment zone is the opposite quarter.
- Units must be deployed in the following order. Heavy support - Troops- Elites - HQ - Fast attack. No unit may be deployed within 18" of an enemy unit
- The player without strategic advantage deploys their first unit followed by their opponent.
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective

The player that occupies the most table quarters at the end of the game wins. To claim a table quarter a player must have more scoring units within a quarter than their opponent.

Reserves

The Reserve Mission special rules is in effect and any units that are unable to be placed on the board during deployment due to a lack of space re placed in reserve

Game Length

This game lasts for 6 turns

Line of Retreat

Units that are falling back will retreat to the nearest board edge of their deployment zone

Standard Mission

2.Night Fight

Overview

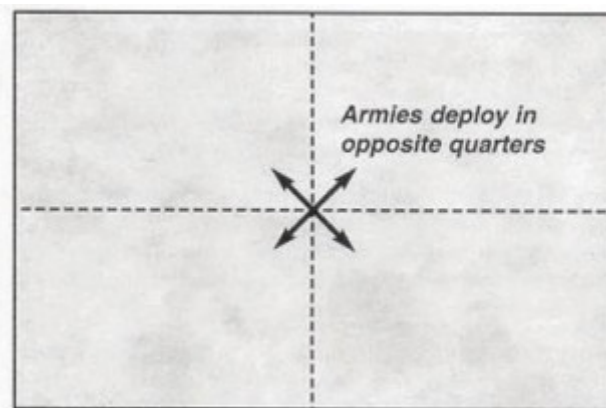
Both sides have unexpectedly collided with enemy forces whilst moving forward at night and are attempting to sweep the area clean of opposing troops.

Scenario special rules

Night Fighting

Set Up

- Divide the board into four quarters and then roll of to determine strategic advantage. The player with strategic advantage selects a quarter to deploy. The other player deployment zone is the opposite quarter.
- Units must be deployed in the following order. LOW- Heavy support - Troops-Elites - HQ - Fast attack. No unit may be deployed within 24" of an enemy unit
- The player without strategic advantage deploys their first unit followed by their opponent. Players then alternate deploying units
- Units with the Infiltrator special rule may make a standard move after deployment has ended but before the first game turn
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective

The player that occupies the most table quarters at the end of the game wins. To claim a table quarter a player must have more scoring units within a quarter than their opponent.

Reserves

The Reserve Mission special rules is in effect and any units that are unable to be placed on the board during deployment due to a lack of space re placed in reserve

Game Length

This game lasts for 6 turns

Line of Retreat

Units that are falling back will retreat to the nearest board edge of their deployment zone

Standard Mission

3. Patrol Mission

Overview

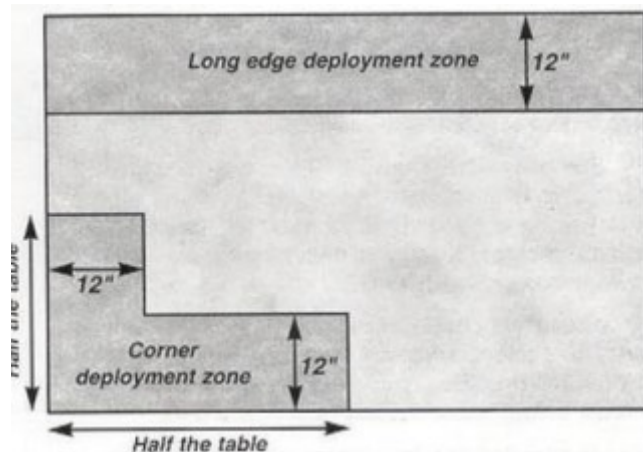
Both sides have unexpectedly collided with enemy forces whilst moving forward at night and are attempting to sweep the area clean of opposing troops.

Scenario special rules

None

Set Up

- Roll off to determine who has strategic advantage. The player with strategic advantage selects their deployment zone. This can be a long board edge or corner
- The other players deployment zone is the opposite long board edge or corner.
- The player without strategic advantage one troops choice into their deployment zone. The player with strategic advantage then deploys one troops choice into their deployment zone. All other units are held in reserve
- Units with the Infiltrator special rule may make a standard move after deployment has ended but before the first game turn
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective

Both players must attempt to eliminate the enemy without losing too much of their own strength. The player with the highest victory point total at the end of the game wins.

Reserves

The Reserve Mission special rules is in effect.

Game Length

This game lasts for 4 turns. From the end of turn 4 onwards roll a dice and on a 4+

another turn is played.

Line of Retreat

Units that are falling back will retreat to the nearest board edge of their deployment zone

Standard Mission

4.Recon Mission

Overview

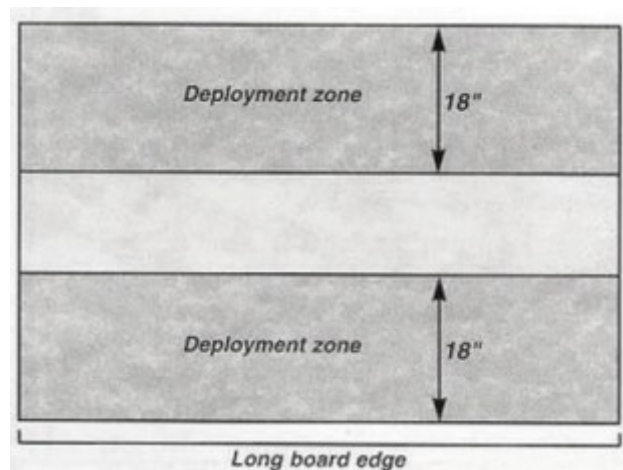
Both sides are attempting to punch through enemy lines to establish forward positions and probe the enemies strength in preparation for a major attack

Scenario special rules

None

Set Up

- Roll off to determine who has strategic advantage. The player with strategic advantage selects their deployment zone.
- The other players deployment zone is the opposite long board edge.
- The player without strategic advantage deploys their first unit followed by their opponent. Players then alternate deploying units
- Units with the Infiltrator special rule may deploy after both sides have set up. If both sides have models with the infiltrate special rule roll off and the winner may choose whom deploys their models with the infiltrate special rule first.
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective

Both players must attempt to get units into the opposing players deployment zone. Each unit with over half its starting models left in the enemies deployment zone when the game ends is worth 1pt. Count up the total points scored by both sides and the one with most points is the victor.

Reserves

The Reserve Mission special rules is in effect.

Game Length

This game lasts for 6 turns.

Line of Retreat

Units that are falling back will retreat to the nearest board edge of their deployment zone

Standard Mission 5. Rescue Mission

Overview

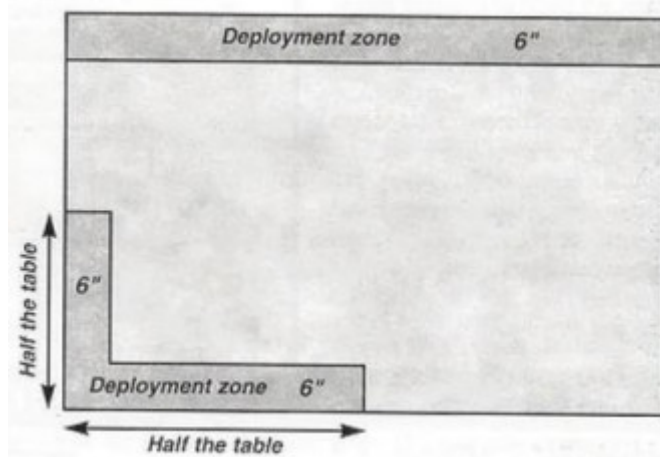
You have been sent to recover something valuable from the front lines. Both forces are sweeping the area for the prize and the battle begins when they clash somewhere near the objective.

Scenario special rules

None

Set Up

- Each player takes turns placing objective markers until 6 have been placed. Each objective must be no closer than 12" to another counter and no closer to 12" to any board edge.
- Roll off to determine who has strategic advantage. The player with strategic advantage selects their deployment zone, they may choose a long board edge or corner deployment zone
- The other players deployment zone is the opposite deployment zone so both players will either deploy along a long board edge or corner deployment zone
- The player without strategic advantage deploys first and may only deploy troops choices in his deployment zone, all other units are held in reserve.
- The player with strategic advantage deploys their whole force.
- The player with strategic advantage takes the first turn unless the opposing player can Seize the Initiative



Mission Objective

The player who is in control of the Key objective at the end of the game is the winner. If the Key objective isn't controlled by either side the game ends in a draw. When a unit with the Line special rule takes control of an objective roll a d6. On a 1-5 remove the objective marker from the game, on a 6 the Key objective has been identified and you must remove all other objective markers from the game. The key objective marker then follows all standard rules for objectives.

Reserves

The Reserve Mission special rules is in effect.

Game Length

This game lasts for 6 turns.

Line of Retreat

Units that are falling back will retreat to the nearest board edge of their deployment zone